

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the Home Menu is displayed. Press the OPEN latch to open the disc cover. Insert the **NBA 2K13** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's Home Menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident. To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

MENU CONTROLS

Navigate Menus	Directional buttons
Confirm / Skip Cut Scenes	 button
Esc / Back	 button
Change Option Set 1	L button / R button
Change Option Set 2	Analog stick left / right
Advance	START button
Bring up 2K Nav Menu	SELECT button
Additional Options	 button /  button

OFFENSE

Move Player	Analog stick
Shoot	 button (stationary)
Layup	 button (while moving)
Pump Fake	 button (tap)
Various Shots	 button + analog stick
Icon Pass	L button (tap)
Post-Up	L button (hold)
Turbo	R button

OFFENSE *continued*

Pass	 button + analog stick
Over the Head Pass	L button + R button +  button
Bounce Pass	Hold L button +  button
Double Cross left / right	 button (tap + direction control)
Behind the Back	L button + R button +  button
Crossover	 button (double tap)
Spin	 button (tap)
Hopstep	 button (double tap)
Half Spin	L button + R button +  button
Call for Pick	Directional buttons 
Lineup	Directional buttons 
Offensive Plays	Directional buttons 
Dual Player Control	Directional buttons 
Timeout	SELECT button
Pause	START button

DEFENSE

Move Player	Analog stick
Steal	 button
Analog Stick Defense	 button + analog stick
Icon Switch	L button (tap)
Sprint	R button
Switch Player	 button
Take Charge	 button
Block	 button
Double Team	Directional buttons 
Lineup	Directional buttons 
Defensive Sets	Directional buttons 
Intentional Foul	SELECT button
Pause	START button

OFFBALL

Swap Player	 button
Call for Pass	 button
Rebound	 button (when ball is in air)
Putback	R button +  button
Set a Pick	 button

SHOT TABLE

Jump Shot	Ⓚ button (while standing)
Pump Fake	Ⓚ button (tap)
Straight Layup	Ⓚ button + analog stick toward rim
Layup left	Ⓚ button + analog stick to left side of player when facing rim
Layup right	Ⓚ button + analog stick to right side of player when facing rim
Fadeaway	Ⓚ button + analog stick away from rim
Change Shot (mid-air)	Press Ⓚ button again during layup
Basic Dunk	R button + Ⓚ button + analog stick toward rim
Flashy Dunk	R button + Ⓚ button + analog stick to left side of player when facing rim
Power Dunk	R button + Ⓚ button + analog stick to right side of player when facing rim
Reverse Dunk	R button + Ⓚ button + analog stick away from rim

MAIN MENU

Once the game loads, press the START button and select your Profile to reach the Main Menu.

- **Quick Game**
Just start playing! Move the analog stick left / right to select your team, and up / down to choose uniforms.
- **Game Modes**
Choose the Association to run your own NBA team. NBA Blacktop takes the game to the streets. Make it quick and go right to the Playoffs or play a whole Season. Create your own Situations.
- **My Career**
Take control of an NBA rookie and lead him to greatness. Build up your player's ratings by earning skill points in games and drills. The harder you play, the faster your player will improve.
- **Options**
Customize gameplay, rules, presentation settings, and controller setup, and save and load your game settings, profiles, rosters, sliders, and defaults.

• Features

Check out the VIP Viewer; use 2K Beats to make music playlist choices; open Extras to enter Codes and to see Game Credits.

• Load / Save

Load and save your profile, rosters and rules.

• Online

Enjoy more game experiences with your friends.

GAME MODES

• The Association

The Association is your chance to control every aspect of the team. You are the General Manager, the Coach, and the players on the court. You are in charge of everything. Scout players, sign free agents, view the big board as you look to get college talent in the draft, hire coaches and assistants, and much more. You aren't limited to just one season. You are building a dynasty here!

• Season

Season is just that, an NBA season. Select the length of your season and see if you can guide your team to the NBA Finals. Will your team be able to grab hold of the NBA Championship?

• Playoffs

Skip the regular season and enter your team into the playoffs.

• Street

Participate in full court, half court, 1-on-1, and games of 21. Do you have what it takes to beat the best in the NBA in these special game modes?

• Tournament

Set up a tournament for you and your friends. Select from 4 to 16 team tournaments, select a fantasy draft, and adjust the quarter and sim quarter lengths.

• Practice

Learn the finer points of the game by completing Practice mode. Do you have the skills to pull off the game's toughest moves?

NBA 2K13 FEATURES

NBA 2K13 has once again been able to push their critically acclaimed series to the next level. New features and improved game performance have raised the bar.

- **Jordan Challenge**
Relive 10 different legendary games from Michael Jordan's career, and replicate in NBA 2K13 what MJ did on the court. Successfully re-enact all 10 game scenarios to unlock the MJ: Creating a Legend mode.
- **My Jordan**
Complete the Jordan Challenge to unlock this special mode where you get to take control of newly-drafted rookie Michael Jordan and craft your own version of Michael's career in the NBA.
- **Updated Rosters**
All the latest transactions from the 2011–2012 season have been incorporated, meaning that you will be playing with current teams and ratings.
- **2K Beats Soundtrack**
This year's soundtrack boasts an impressive collection of music selected by Jay Z himself. NBA 2K13 includes tracks by the music industry's top acts, such as Jay Z, Mobb Deep, Meek Mill, Kanye West, Justice, Roy Ayers, Cold Play, Nas, Dirty Projectors, Santigold, U2, Daft Punk, Puff Daddy & The Family, Phoenix, Eric B & Rakim, Too Short, and The Hours.

ONLINE

Please note that NBA 2K13 online features are scheduled to be available until November 2013, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

Put your skills to the ultimate test by challenging your friends! In the Online Menu, you can create or find matches in two modes:

- **Exhibition Game**
Take on an opponent via ad-hoc connectivity and choose any one of the available teams, uniforms, lineups, and courts.
- **Street Game**
Go head-to-head via ad hoc connectivity in exciting two-player matches that feature several different game options, including Full & Half Court, 3-on-3, 4-on-4, and even 5-on-5.

PAUSE MENU

Access the Pause Menu to alter your game options or to take a quick break. Press the **START** button at any time during play to access the menu. Press the **X** button to select any Pause Menu option.

Note: Only the user in possession of the ball can pause the game.

- **Resume**
Head back to the action.
- **Replay**
See your amazing dunk, behind the back pass, or steal again and again via the Replay system.
- **Coaching**
Customize your team's strategy.
- **Timeout**
Call a timeout and regroup.
- **Options**
Adjust the game options.
- **Quit**
Exit the game.

NBA 2K13 GAME CREDITS

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Performed by The Hours
Courtesy of Adeline Records
Written By Antony Genn and Martin Slattery
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I Ain't No Joke

Performed by Eric B. and Rakim
Written by Eric Barrier and William Griffin
Published by UNIVERSAL - SONGS OF POLYGRAM INTERNATIONAL, INC. (BMI)
o/b/o itself and Robert Hill Music

1901

Performed by Phoenix
Courtesy of Glassnote Entertainment Group
Written by Laurent Mazzalai, Christian Mazzalai, Frederic Jean Joseph Moulin, and Thomas Pablo Croquet
Published by GhettoBlaster SARL
Administered by Kobalt Music Publishing America, Inc.

Victory

Performed by Diddy (ft. The Notorious B.I.G. & Busta Rhymes)
Courtesy of Atlantic Recording Corp. / Bad Boy Records
By arrangement with Warner Music Group Video Game Licensing
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Written by Bill Conti, Sean Combs, Christopher Wallace, Steven Jordan, Trevor Smith and Jason Phillips
Published by Starbus, LLC. / EMI APRIL MUSIC INC. (ASCAP), EMI U CATALOG INC. (ASCAP) and EMI UNART CATALOG INC. (BMI)
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Around the World

Performed by Daft Punk
Courtesy of Daft Life Ltd./Virgin Music France
Written by Thomas Bangalter and Guy Manuel Homem Christo
Published by Universal Music - Z Songs (BMI) o/b/o Imagem London Ltd.
Under license from EMI Film & Television Music

Shove It

Performed by Santigold featuring Spank Rock
Written by Santi White, Naeem Juwan, and John Hill
Published by Downtown DLJ Songs (ASCAP) and Little Jerk (ASCAP) c/o Downtown Records / EMI BLACKWOOD MUSIC INC. (BMI)
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Amazing

Performed by Kanye West featuring Young Jeezy
Written by Jeffrey Bhasker, Benjamin Hudson-McLdowie, Jay W. Jenkins, Malik Yusef El Shabbaz Jones, Dexter Raymond Jr. Mills, and Kanye Omari West
Published by Sony/ATV Songs LLC / Way Above Music / Universal Music Corp. (ASCAP) o/b/o itself and Jabriel Iz Myne / EMI BLACKWOOD MUSIC INC. (BMI) / Publisher(s) Unknown
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Stillness Is the Move

Performed by Dirty Projectors
Courtesy of Domino Records
Written by David Longstreth (BMI) and Amber Coffman (SESAC)
Published by Domino Publishing Company of America, Inc. (BMI) / Memory Foam (SESAC) administered by Domino US Publishing Company (SESAC)

The World Is Yours

Performed by Nas
Written by Nasir Jones and Peter O. Phillips
Published by Universal Music - Z Tunes LLC o/b/o Schematics Music, Inc. and Universal Music - Z Songs (ASCAP/BMI) and Pete Rock Publishing (ASCAP) c/o Reach Music Publishing Inc.
Courtesy of Columbia Records
By arrangement with Sony Music Licensing

Viva La Vida

Performed by Coldplay
Courtesy of EMI Records Ltd.
Written by Guy Rupert Berryman, Jonathan Mark Buckland, William Champion, and Christopher Anthony John Martin
Published by Universal Music - MGB Songs (ASCAP) o/b/o Universal Music Publishing MGB Ltd.
Under license from EMI Film & Television Music

We Live in Brooklyn, Baby

Performed by Roy Ayers
Written by Harry Whitaker
Powered by Missing Link Music (ASCAP)

Stress

Performed by Justice
Courtesy of Atlantic Recording Corp. / Because Music
Written by Gaspard Auge and Xavier De Rosnay
Published by Blue Mountain Music Ltd/Irish Town Songs (ASCAP) o/b/o Because Editions
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The Bounce

Performed by Jay-Z featuring Kanye West
Written by Tim Mosley, Shawn Carter, and William Pettaway
Published by EMI APRIL MUSIC INC. (ASCAP)
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Shook Ones Pt. II

Performed by Mobb Deep
Written by Albert Johnson and Kejuan Waliek Muchita
Published by Universal Music - MGB songs o/b/o itself and Juvenile Hell/ Universal Music - Careers o/b/o itself and P. Noid Publishing (ASCAP/BMI)
Courtesy of RCA Records, a division of Sony Music Entertainment
By arrangement with Sony Music Licensing

Ima Boss (Instrumental)

Performed by Meek Mill
Written by William Roberts, Orlando Tucker and Robert Williams
Courtesy of Maybach Music Group / Warner Bros. Records
By arrangement with Warner Music Group Video Game Licensing
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Mercy

Performed by Kanye West featuring Big Sean, Pusha T, and 2 Chainz
Written by Sean Michael Anderson, Twilite Tone, Mike Dean, Tauheed Epps p/k/a 2 Chainz, Stepan Taft, Terrence Le Varr Thornton, Kanye Omari West, *Denzie Beagle, */**Winston Riley, **Reggie Williams, and ***James Thomas and unknown writers
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Elevation

Performed by U2
Written by Adam Clayton, Dave Evans, Paul David Hewon, and Larry Mullen
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On to the Next One

Performed by Jay-Z featuring Swizz Beatz

Written by Michel Andre Auge Gaspard, Shawn C. Carter, Jessie Chaton, Xavier De Rosnay, and Kassem Dean
Courtesy of Atlantic Recording Corp. / Roc Nation

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Performed by Jay-Z

Written By Shawn Carter, Justin Smith, and Raymond Levin

Published by EMI APRIL MUSIC INC. (ASCAP)

Contains a sample of "Little Boy Blues," written by Raymond Levin
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H.A.M. (Instrumental)

Performed by

Written by Lexus Arnel Lewis, Kanye Omari West, Mike Dean, and Shawn C. Carter

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We Major

Performed by Kanye West featuring Nas and Really Doe

Written by Warryn S. Campbell, Nasir Jones, Maureen Elizabeth Reid, Russell W. Simmons, Lawrence Smith, Warren Trotter, Kanye Omari West, Antony Von Williams, and Dontae Maurice Winslow

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Blow the Whistle

Performed by Too Short

Courtesy of RCA Records, a division of Sony Music Entertainment

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Written by Todd Anthony Shaw, La Marquis Jefferson, James Phillips, Craig D. Love, and Jonathan H. Smith
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Pump It Up (Freestyle)

Performed by Jay-Z

Written by Robert Earl Bell, Ronald N. Bell, George Melvin Brown, Joseph Anthony Budden, Shawn C. Carter, Robert Spike Mickens, Claydes Eugene Smith, Justin Gregory Smith, Dennis Thomas, and Richard A. Westfield
Produced by Just Blaze for F.O.B. Entertainment/N.Q.C. Management, LLC

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Run This Town

Performed by Jay-Z featuring Kanye West and Rihanna

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Written by Ernest Wilson, Sean Carter, Kanye West, Jeffrey Bhasker, Robyn Rihanna Fenty, "Anthanasios Alatas," "Christos Vlachakis," "Marinos Giamalakakis," "Niko Grapsas, and "Nikos Dounavis

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